

THE LIGHTNING HOT VIDEO GAME

PONPOKO®

sigma

PONPOKO

It's a fun! PONPOKO jumps with his big belly out. He collects fruits avoiding obstacles

The highest points.

The highest points is shows in the screen.

Time

When time indicator turns red, there is almost no time. Hasten to take fruits

1P points

Points got by 1st player

Hairy Caterpillar

There are many kinds of hairy caterpillars, rapid or slow etc. Do not be seized by them

Snake

Snakes are sometimes hid inside pot instead of bonus point

Pin

When PONPOKO touches pin, he becomes faint to die. Make jump with good interval

2P Points

Points got by 2nd player

Fruit

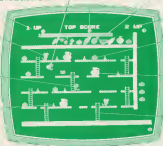
When all fruits are eaten which PONPOKO likes very much, the screen proceeds to the next

POT

Content of pot with "P" mark is snake or bonus point. Such pot may be disregarded

Ladder

Climb up and down. Sometimes stand by at the middle of ladder to avoid hairy caterpillars



HOW TO PLAY

- Eat all fruits dodging hairy caterpillar and snake
- Jump over pin and valley. Everytime jump fails, lose one PONPOKO
- 2 kinds of jumps, Long-Jump and Short-Jump are possible by using button and lever
- When all fruits are eaten before time-out, 3 pattern is cleared and bonus points are awarded according to the rest time
- Content of mystery pot is snake or bonus point. Consider the way to escape in advance if snake comes out.
- At 30,000 points (adjustable) one PONPOKO is added

SPECIFICATIONS

• UPRIGHT TYPE

- 1 or 2 players upright video game with 20" color monitor
- 100 V 50/60 Hz 130W 195-1580
- Dimensions: 24(W) 65(H) 33(D) inch
61(W) 175(H) 85(D) cm

• TABLE TYPE

- 1 or 2 players table video game with 20" color monitor
- 100 V 50/60 Hz 110W 195-1590
- Dimensions: 34(W) 22(D) 23-29(H) inch
86(W) 56(D) 28.5-63.5(H) cm



sigma enterprises, inc.

13-11, Udagawa-cho, Shibuya-ku,
Tokyo 150 Japan
TEL: 03-4960 5221 TLX: 0242 2368
CABLE ADDRESS: Sigmacon Tokyo

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